COMMODORE Games

JULY/AUGUST 1984 issue

Adventure Special

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Writing an adventure

Profiles

Reviews

"When I got it home, it was nothing like the picture on the box."

"It couldn't have been Activision."

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Commodore games

Commodore have released five new arcade games for the 64: Mayhem, Pandora's Box, Punchy, Little Icarus and Humphrey. They can be bought individually on cassette for £5.99 or altogether on disk for £19.99.

Little Icarus is the most original game. Based on a Greek mythological tale, Icarus sets out to find Daedalus by flying through the sky. There are five levels and each one brings fresh difficulties – birds, wasps and of course the sun will melt Icarus's wing wax if he flies too close. Bright graphics and a jolly tune liven up the game and the screen scrolling is very smooth.

Pandora's Box has been opened and she has to stop all the nasty creatures escaping. The box sides are coloured and to successfully stop their escape she has to blow the coloured nasties onto the right side.

In Mayhem, the aim is to stop the Tribbles destruction by keeping them from the light. Various objects keep removing the gate which guards the light and you have to replace it. There are three levels of difficulty.

The bobby has to cross the castle and rescue Judy from Punch in Punchy. There are sixteen levels to negotiate, each one getting harder. It resembles the Hunchback game from Ocean Software.

Finally with Humphrey, the idea is to keep Humphrey away from the bombs by making him jump and change the block colours.

Hare hunt

Kit Williams' Masquerade inspired a nationwide treasure hunt and many people must have been disappointed when Ken Thomas eventually found the hidden hare.

Now everyone will have another chance, Jeff Pennell bought the hare and set up Haresoft, a company established to promote Hare Raiser, a computer adventure game in two parts based on a new quest.

Versions for both the 64 and the unexpanded VIC-20 are being produced and each part will cost £8.95.

The first part will be available at the end of June, the second twelve weeks later and both parts of the puzzle will be needed to complete it.

The aim of the game is to name the secret location and two registration numbers. The first person to send in the correct solutions will have a choice of either the hare or £25,000 as the prize.

The games will be available by mail order.

3D turbo

Encounter, the 3D combat simulation game from Novagen Software is now available in the UK following its success in the USA. It retails at £9.95 for the cassette and £12.95 for the disk version.

You are piloting a spaceship when suddenly the planet inhabitants attack. The game incorporates eight different landscapes and three skill levels.

Paule Woakes converted Encounter to the 64 and included his own fast loading procedure – Novaload. The cassette version takes three minutes to load and features a screen display with a digital countdown during loading.

Contact: Hi-Tech Distribution Ltd, 213 Broad Street, Birmingham B15 1AY.

Help is at hand

Level 9 Computing have had so many queries from people having trouble with their adventure games that they have decided to experiment with comprehensive clue sheets.

The clue sheets provide alphabetical lists of the objects, creatures and the trickiest locations in each of their adventures – Lords of Time, Snowball, Colossal Adventure, Dungeon Adventure and Adventure Quest.

Finding the area of difficulty is easy and the problem solution will enable even the best adventurer to overcome a blindspot and continue with the game. The sheets are available free to players sending in a SAE to the company.

Contact: Level 9 Computing, 229 Hughenden Road, High Wycombe, Bucks HP13 5PG. Tel: 0494 26871.

Classic adventure

Classic Adventure, an adventure game first created in the 1970's is now available for the 64 on cassette from Melbourne House. It costs £6.95.

The computer acts as the player's eyes and hands, describing the immediate locations as you wander round attempting to gather the treasure hidden in the caves. Aggressive trolls, dragons and other shady characters lurk in the dark.

Melbourne House have developed a new cassette loading system for the 64 called Pavloda. It is named after its creator Andrew Pavlomanolakos and can speed a game loading time by up to six times.

Classic Adventure and the new sequel to Hungry Horace, Horace Goes Skiing, both incorporate the Pavloda system.

Contact: Melbourne House, Castle Yard House, Castle Yard, Richmond TW10 6TF.

Evil Dead

The first computer nasty is now in the shops. Palace Software have released The Evil Dead for the 64, at £6.99. The game was developed from the successful horror film of the same name and the game version aims to follow the plot of the film as closely as possible. The player first attempts to stop the evil spirit from entering the house and then the game's pace increases as the inhabitants are transformed into evil ghouls intent on destroying life. They can follow the player regardless of the moves he or she makes.

Their sister company, Palace Pictures, are currently looking at ideas for possible games in their film catalogue which includes films such as Merry Christmas Mr Lawrence, Diva and Basket Case.

Contact: Palace Software, 275 Pentonville Road, London N1. Tel: 01-278 0751.

Terminal

The latest game from Terminal Software is Triple Tournament and is the first of a series of programs from Ozisoft, an Australian Software House.

Triple Tournament comes on cassette and costs £7.95. The program includes three arcade games – West World, Space Race and Kamikaze and includes a menu selection feature that enables players to select either the same or a series of different games which can be played in a simultaneous competition either solo or with an opponent.

Contact: Terminal Software, Derby House, Derby Street, Bury BL9 ONW. Tel: 061-761 4321.

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CCI Master Gamer

The adrenalin was flowing as our contestants battled it out to become the CCI Master Gamer in our games competition held at the 5th International Commodore Show. Each contestant played for a limited time on our three games, with the scores from each game totalled to find our winners.

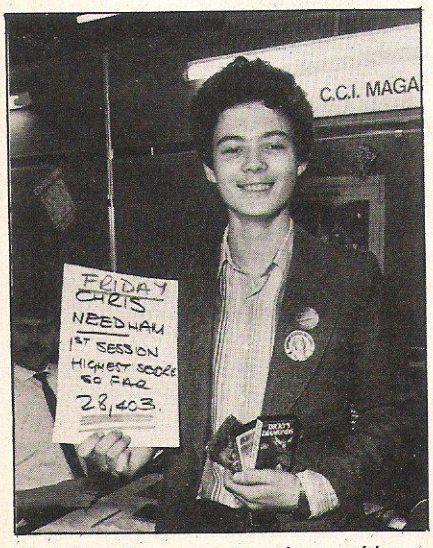
The Games

Audiogenic's Burning Rubber
Anirog's Ice Hunter
Romik's Dickys Diamonds

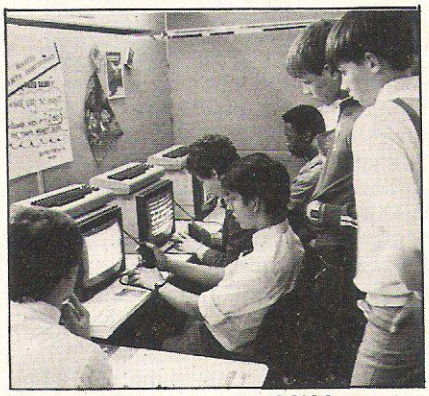
The Prizes

The contestant with the highest score of each two hour session won the game of his, or her, choice from each of the three software sponsors – Audiogenic, Anirog and Romik.

The contestant achieving the highest score of the day won £150 worth of software including games from Audiogenic, Anirog and Romik and £50 of software from Commodore.



Chris Needham, session winner with a score of 28,403



The crowds gather as the CCI Master Games battle hots up

The Winners

Day 1

Highest score per session
Matthew Green from Canvey Island with a score of 31510.
John Crockett from Canvey Island with a score of 21129.
Paul Swaddle from Richmond, Surrey with a score of 85260.

Highest score of the day
Paul Swaddle – 85260

Day 2

Highest score per session
Christopher Needham from London with a score of 28403
Dean Simmons from Harlow, Essex with a score of 23777
Rob Sadler from London with a score of 30750

Highest score of the day
Rob Sadler – 30750

Day 3

Highest score per session
David Stancliffe from Hampton, Middx with a score of 22120
Sean Hanley from London with a score of 20114
Eddie Collins from London with a score of 22995

Highest score of the day
Eddie Collins – 22995

Under Nines

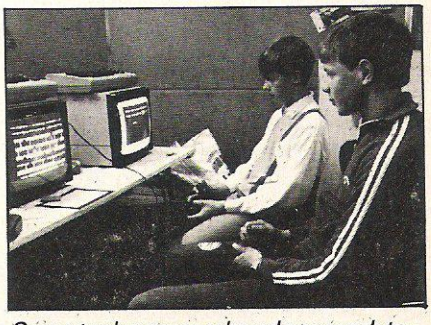
To give our younger contestants some incentive, we gave away a game to the three highest scores achieved by contestants under the age of nine years. The winners were:
Mark Schroeder (age 9) from Orpington, Kent with a score of 16126
Stuart Campey (age 9) from Isleworth, Middx with a score of 8950
Joanne Campey (age 6) from Isleworth, Middx with a score of 6216

CCI MASTER GAMER

Our congratulations to Paul Swaddle of Richmond Surrey who achieved the title of CCI Master Gamer with the impressive score of 85260.

THANK YOU

We would like to express our thanks to:
Our competition sponsors Audiogenic, Anirog, Romik and Commodore
Microvitec for the loan of monitors
Kempston Electronics for the loan of joysticks
Rob and Sue for their invaluable help in running the competition
And last, but not least, to all our contestants who helped to make our CCI Master Gamer competition a success.



Some took a more relaxed approach to the competition

The young ones

Looking at the whizz-kids of today

Steve Back – Microdeal

Steve Back gave up a £300 a week job as a miner to pursue a career as a games programmer. It wasn't an easy decision to make, but it's one that Steve has never looked back on. Computers had always interested Steve, who bought an Acorn Atom at the end of '81. "It was a basic machine," recalls Steve, "But I had a lot of fun and within three months had written my first program – the only one I have ever written in Basic."

His first game was marketed, but didn't sell well. Steve's next games, written for the Dragon, sold so well that he almost retired on the spot.

When I wrote my first Dragon program I sent a dozen copies to software companies," says Steve. "Microdeal seemed to have their heads screwed on so I decided to go with them."

Within three months of the release of Steve's games, he had earned enough money from them to make the final decision to leave mining after 16 years.

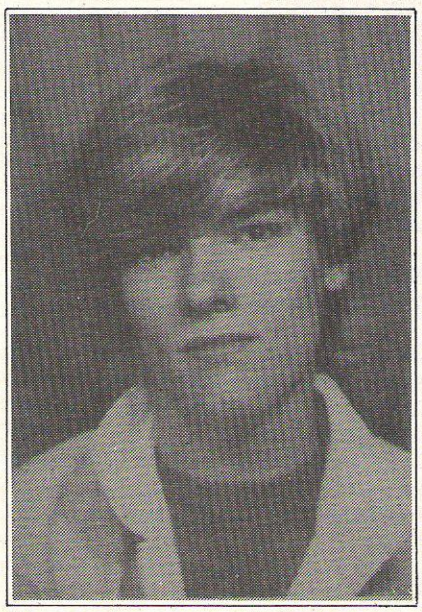
Steve now considers the 64 to be the machine of the moment and is the author of Microdeal's Cuthbert series of games. He says: "You think of a seed of an idea and the game develops around it. For example, with Cuthbert Goes Walkabout, the initial idea was to have a grid and paint it in."

Steve is not of the school of programmers who believe in writing everything down on paper first, although he does a lot of drawings. "The game I'm working on at the moment involves a series of rooms which I have drawn, converted to data and then typed in," says Steve.

"It's always best to do a little bit at a time," he continues. "The best way of de-bugging is not to get the bugs in the first place. I achieved that through experience (I've written a lot of programs and made a lot of mistakes) and through the fact that I only write 50/60 lines of coding at a time."

Still living off the income of his Dragon games, Steve employs a musician and an artist to create original results for his games. He comments: "The money it costs is well worth it for the time I save which can then be spent on design and coding."

Each game takes around 400 working hours to complete. Steve says: "I work a minimum of 10 hours a day – often longer – and I never have a day off. Depending on what I'm doing, I break when I'm ready."



Tony Crowther – Alligata

It was somewhat surprising to hear the author of successful Alligata games, Son of Blagger and Killer Watt, Tony Crowther, claim that he was never any good at programming! A lot of satisfied games players have now proved him wrong.

Tony had his first experience in programming on his school's BBC computer. He gained further experience working for a software house producing educational software before showing Alligata programs he had written on his VIC-20. Alligata then offered Tony a Commodore 64 and asked him to write some games for them.

"It took me six months to understand the machine," admits Tony. "The 64 is one of the best programming machines around – the only restriction is the Basic.

Now Tony seems to have got programming off to a fine art. He says: "Loco took me just two weeks to program, whereas something like Son of Blagger takes four weeks.

"There are a lot of differences between programming educational software and writing a game," continues Tony. "I always used to program in Basic, but now I use Machine Code to get the speed that is required in a game. On the whole, though, educational software is often built around a game."

Ideas for new games can come from anywhere – for instance, a recent walk in the park has inspired Tony to write a game based on a pigeon. Looking at other peoples games can also provoke a useful train of thought. Tony readily admits that the idea for his popular game, Son of Blagger, stemmed from seeing Manic Miner.

Once the idea is there, Tony prefers to type it straight into the computer. He explains: "I only put it down on paper if I have anything complicated to work out. For example I am working on a maze game and I want to have ropes hanging down. That I have to work out on paper."

It takes a relatively short time for Tony to write a game, but he does confess to spending 20 to 24 hours a day working on his computer! In fact when we spoke to Tony he claimed to have been working for two whole days without any sleep. This is obviously an exhausting way of doing things and when Tony does finally get to bed he says that he can sleep for up to three days.

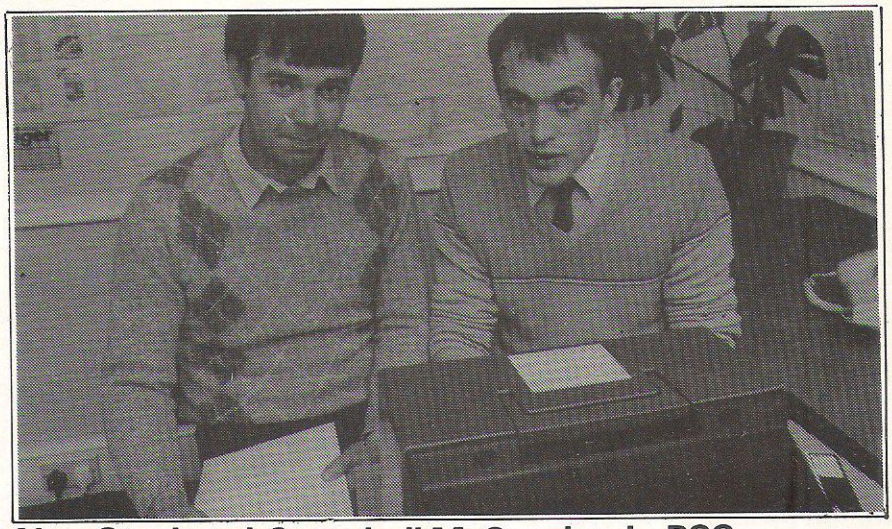
In common with many programmers Tony says that once he has completed a program he is glad to see the back of it. "When I finish a game I may play it for a week or two, but after that I really can't stand to look at it again. I love watching other people playing my game though, it gives you a great feeling of satisfaction!"

The art of writing a computer game is almost a science, according to PSS programmer Campbell McCausland. He says: "The only way to write a successful game is to take the machine to its limits. A game should increase in difficulty as it progresses, there should be new things to see all the time – different levels should reveal different objects, all becoming more imaginative."

Campbell also compares writing a game to the writing of a book. "Machines are becoming more powerful," he says. "That means software has to be larger to take advantage. You can't hold it all in your head, it has to be properly planned and documented like a book."

A self-taught programmer, Campbell discovered computers at university. After a two and a half year stint at GEC, he tried his hand at programming games, the result was Gauntlet, a game that remained at the top of software charts for months. Now Campbell is employed full-time 'solving everyone elses programming problems' at PSS.

Fellow programmer Alan Steel entered the realms of programming when the British Aerospace factory he was working at closed down. A self-confessed war addict, Alan is currently working on a war game for the 64. "I don't think that available war games exploit the computers' potential," he comments. "A lot are purely text."



Alan Steel and Campbell McCausland – PSS

Alan's war game will follow the strategy of a board game – but with the computer fulfilling the function of the board. Alan comments: "A war game takes more time to produce. It requires a lot of research as it is based on reality." His game relates to the famous Battle of Midway, 1942, recently portrayed on the television.

"The film spoilt it for me." says Alan. "There were several incorrect technical points, such as the use of aircraft which weren't flying at the time."

Some may feel daunted at the prospect of the computer as an opponent, as in the case of Alan's war game, but he assures us that "we obviously have to give the human player a chance. The battle itself involved a lot of luck on the American's behalf."

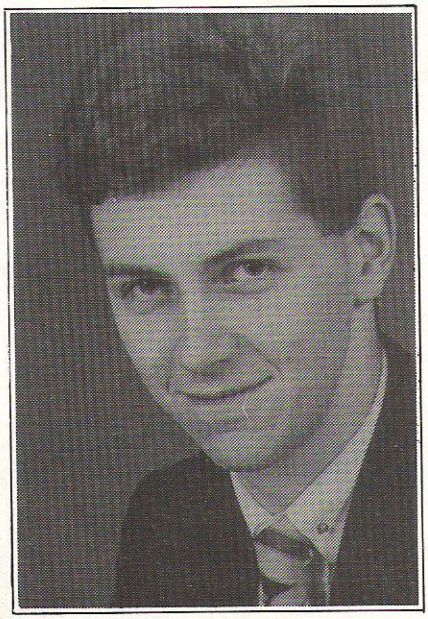
Looking to the future, Campbell reveals that PSS will be launching a Dungeons and Dragons type game for Commodore by Christmas which, according to Campbell, "makes The Hobbit look like Pac-Man!".

In his schooldays, Paul Mee was the kid the caretaker had to chuck out of school at 5.30pm every night. His fascination with the school computer overcame the typical schoolboy reaction of rushing out of school as soon as the final bell was rung.

After studying commercial programming at college, Paul joined Hewlett-Packard. "I soon got bored with conventional programming," says Paul, who is now CRL's Software development manager.

Not a fanatical game player himself, Paul says he has yet to see a game that has more than one evening's appeal. He explains CRL's approach to a successful game: "If you think of a brick – most people see it as a lump that builds a house. A more imaginative approach is to see it as something that stops a car rolling down a hill, or something for a mouse to hide behind. That's the imaginative approach we take at CRL."

Paul takes his ideas from everyday life. He says: "You could be sitting on a bus eating sweets and think 'what a great idea for a game'." In fact Paul is now working on a game based on the Liquorice Allsorts character Bertie Bassett, where Bertie has to package and deliver sweets safely to the supermarket.



Paul Mee – CRL

"I've probably got a weird imagination," admits Paul. "Of all the ideas we come up with, about 80 per cent get thrown out and we take the cream off the top."

Everything is worked out on paper before Paul moves on to the computer. "It takes about three weeks to set it all out on paper," comments Paul. "We do a story board considering 'what will happen if ...' and a big block diagram to ensure there are no holes in the program. After the paperwork we usually aim for a nine week turn around."

Paul is also involved in the programming of the 64 version of CRL's next major game title, War of the Worlds, together with two other programmers. It was launched this month with the 64 version following in the Autumn.

Jeff Wayne is also heavily involved in the computer version of War of the Worlds. Paul says: "We want to make sure it is a Commodore game in its own right. With the sound capabilities of the 64, much of Jeff Wayne's original score will be included."

It is not always easy to work with other people on a program. Paul admits: "The three of us know how far we can stretch a game, but obviously we do have arguments. I'm sure Jeff wouldn't mind me saying that he isn't always easy to work with – after all he owns the world!"

To date, Atari's most astonishing game is Pole Position... If you are only going to buy one game, then this is the one you should get.

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...Pole Position gives a very strong sense of speed as you hurtle round the track. The super-realism of the three-dimensional effect adds a lot to the game. It is a great graphics demo.

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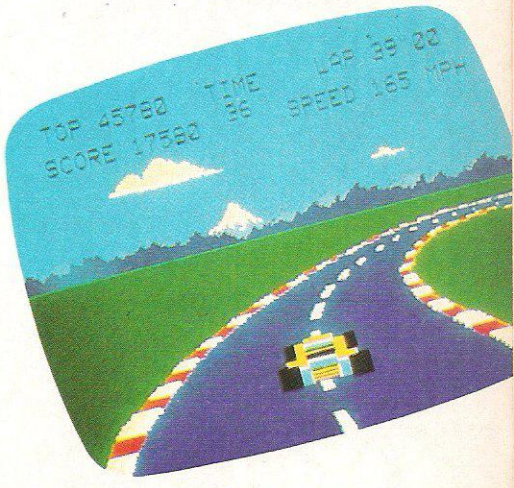
Exciting, exhilarating, excellent, Pole Position takes the lead as the best Atari race game around.

PERSONAL COMPUTER NEWS.

What can we say?



We're overwhelmed. Though we should just add that with Atarisoft, you can now play Pole Position* on the Commodore 64, BBC and Spectrum computers, as well as on all Atari® systems. Oh, and we're giving away free a Grand Prix kit and full colour wall chart with every game.

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Hit and myth

Zap the aliens and enter into a mythological world in this month's selection of arcade and adventure games for the VIC-20 and the 64

CUTHBERT IN SPACE

Our hero, Cuthbert, has been sent on a looting mission in outer space. First he has to collect fuel pods to enable him to leave each planet visited – constantly under seige from the Intergalactic Police Force and also under a time limit.

Once this stage is successfully completed, treasures fall from the top of the screen and must be caught in Cuthbert's craft before they reach the bottom where they burn up. This time he's up against the Moronians who are determined to keep their treasure. On Cuthbert's return to the mothership beware craft malfunctions – you will then have to find vital spares before a bomb, planted by the Moronians, detonates. (If your hands weren't occupied finding the location of the spares, you'd be biting your nails at this point.)

An addictive game with the option of switching between joystick and keyboard control. Available on cassette or disk, there are 12 levels although you can choose to start from any level up to level 8. A pause feature is incorporated – useful for those irritating interpretations.

Title: Cuthbert In Space
Programmer: Steve Back
Contact: Microdeal, 41 Truro Road, St Austell, Cornwall. Tel: 0726 3456
Hardware: CBM 64, cassette recorder or disk drive, joystick
Type of game: Arcade
Graphics: ***
Sound: ***
Playability: ****
Description: Collect fuel and treasure and return to mothership
Price: Disk – £9.95, cassette – £8
CCI rating: ***

ALICE IN VIDEOLAND

This game is a winner! Alice in Videoland has successfully incorporated some of the brilliant ideas featured in Alice in Wonderland and will capture the imagination of most players.

The game begins with Alice falling down the white rabbit's hole. She reaches the gaudy wallpaper where coloured keys, cakes and bottled potions float around. The idea is to gather these in a basket. Part two of the first of four scenes sees Alice searching for a door to pass through and success depends on the number of items she collected in part one.

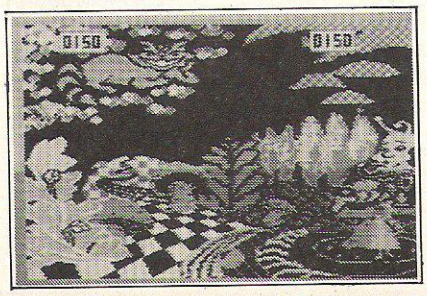
The second part features a scene with extremely good colourful graphics – the Cheshire cat, magic mushrooms and a giant smoke-puffing caterpillar with his hookah. Catching bread-and-butterflies and rocking horse flies win points, but Alice must avoid the seeds, spat out by flowers or else she shrinks.

Strategy and skill are important in scene three. The terrible twosome, Tweedle-dum and Tweedle-dee, and the Jabberwocky create trouble for Alice as she manoeuvres across the chess board under the white knight's protection.

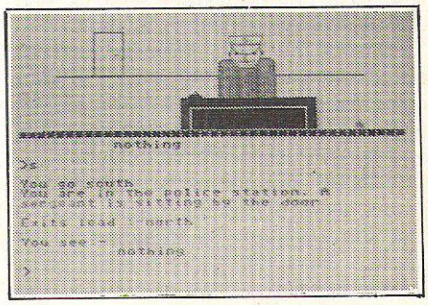
Once the Jabberwocky lands on Alice, the final scene is played. A sort of pinball extravaganza with Alice and her flamingo trying to knock the ball into the card soldier hoops. The Queen of Hearts flattens runaway balls.

This addictive and enjoyable game is suitable for all ages.

Title: Alice in Videoland
Programmer: John Fitzpatrick
Company: Audiogenic, PO Box 88, Reading, Berks. Tel: 0734 586334
Hardware: 64, disk drive and joystick essential
Type of game: Arcade adventure
Graphics: *****
Sound: *****
Playability: *****
Description: Guide Alice through her adventures in Videoland
Price: £12.95 (disk)
CCI Rating: *****



URBAN UPSTART



Scarthorpe, home of nasty roughs and toughs has you snared. Only one way out and that's what you have to find. It's not easy with the hospital and the police cells to contend with.

You start in a house on Grime Street and if you have any street credibility, leaving town is a cinch. The screen is divided into graphics and text and helpful objects or aggressive confrontations lurk in various locations. There are few red herrings and most of the objects will be of some help.

Without giving anything away, in this game you need to use every speck of common sense that you may possess to get out. It's not that difficult – rabid football fans, dungarees and red tape can all be dealt with in a useful fashion.

Richard Shepherd seems to deal with original adventure games and this is one of his better ones. A worthy addition to an adventure collection.

Title: Urban Upstart
Programmer: Richard Shepherd
Company: Richard Shepherd Software, Elm House, 23-25 Elmshott Lane, Chippenham, Slough, Berks.
Tel: 06286 63531
Hardware: 64, cassette recorder or disk drive
Type of game: Adventure
Graphics: ****
Sound: ***
Playability: ****
Description: Get out of town – if you can!
Price: £6.50 (cassette), £9.50 (disk)
CCI Rating: ****

TWIN KINGDOM VALLEY

Twin Kingdom Valley will satisfy any yearning for adventure you may have.

The action takes place in a valley belonging to two kings. This mountainous mythical region is covered in forests and moors and is largely inhabited by strong elves, trolls with broadswords, witches, castle guards and assorted creatures such as bunnies, skinny squirrels and mice.

The computer gives you the possible directions and you key in which way you want to go and what you want to do with any objects that appear.

One of the most attractive features about the game is the graphics. Very colourful pictures with moving clouds and animals illustrate your whereabouts and in many cases offer vital clues.

Castles, dungeons full of bones, grates, secret doors, and magic lakes are just some of the 175 locations in the game. Treasures like crystal balls, jewelled crowns, bags of silver, lie all over the place and placing them in the Sword Inn will ensure their safety.

Weapons, jugs and other items also help you on your way.

However the rather aggressive valley occupants continually try to kill you. Helpful tip – a polite coward will do much better than a rude aggressive and brave adventurer!

We enjoyed playing this game, it's well constructed, colourful and full of surprises.

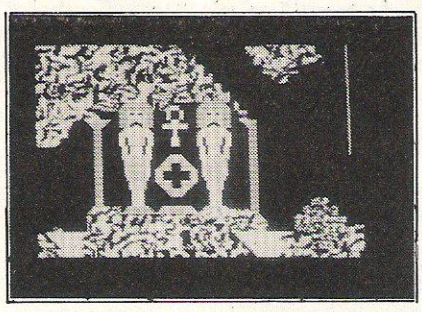
Title: Twin Kingdom Valley
Programmer: Trevor Hall
Company: Bug-Byte Ltd., Mulberry House, Canning Place, Liverpool L1 8JB. Tel: 051 709 7071.
Hardware: 64 and cassette recorder
Type of Game: Adventure
Graphics: ****
Sound: n/a
Playability: ****
Description: Roam around the valley collecting as much treasure as possible without being killed
Price: £9.50
CCI Rating: ****

CAVERNS OF KHAFKA

Lurking deep inside the caverns of the Pharoah Khafka's tomb, the fabled treasure lies waiting to be discovered. Keys to unlock this potential wealth are hidden all over the cavern and change positions each game. You, the brave opportunist adventurer set out to collect these keys.

The joystick is essential to the game as it controls all of your movements – crawling, jumping, climbing ropes and walking. On the way to the Kings Chamber, site of the fabled riches, you encounter falling boulders, deadly scarab beetles, pools of molten larva and other horrible obstacles. Boulders and insects only affect you after they have hit you five times, but watch out for the bubbling larva! You have to explore all the tunnels and remnants of the Pharoahs tomb because the keys change locations every game.

Caverns of Khafka is a compelling, interesting game with some great



graphic and sound effects. Recommended for anyone wanting a challenging adventure which relies on graphics rather than words.

Title: Caverns of Khafka
Programmer: American author
Company: US Gold, Unit 24, Tipton Trading Estate, Bloomfield Road, Tipton, West Midlands DY4 9AH. Tel: 021 520 7591
Hardware: 64, disk drive or cassette recorder, joystock essential
Type of game: Graphics Adventure
Graphics: ****
Sound: ****
Playability: *****
Description: Collect the keys and unlock the hidden wealth in the Pharoahs chamber
Price: £8.95 (cassette) and £12.95 (disk)
CCI Rating: ****

MAGIC CARPET

Greedy evil Sultan Abulla has stolen the family treasure and hidden it in the depths of some mountains in a dark cave. Noble Ali vows to undertake the perilous journey on his magic carpet and retreive it.

It is not easy, a lot of patience, split second timing and a very steady hand is needed. There are various caves to negotiate before the treasure can be obtained. In the first one boulders, falling spears and a moving saw blade threaten to knock Ali off his carpet at the slightest opportunity. Obstacles in other caves include the deadly bats, acid rain from stalactites, moving floors and, of course, the fire spitting dragons guarding the treasure. The magic lamp is used to get back.

Moorish music and some farily good graphics brighten the game up. Magic Carpet will appeal to anyone who enjoys a challenge, but patience, infinite care and quick movements are very necessary qualities.

Title: Magic Carpet
Programmers: David and Richard Darling
Company: Ace, 82-84 Peckham Rye, London SE15 4HB. Tel: 01-639 0331
Hardware: 64, cassette recorder, joystick optional
Type of game: Arcade
Graphics: ***
Sound: ***
Playability: ***
Description: Rescue the treasure hidden in the mountain depths
Price: £6.90
CCI Rating: ***

PIGS IN SPACE

Mummy pig's little piglets have been captured and you have to help her rescue them. Nasty space wolves drop from their intergalactic space ship in heli-packs and parachutes and throw space dust at Mrs Pig. Can you aid her in her plight?

Piggy friends lower mummy pig down from a platform in a basket and armed with a pig lazer she has to shoot 20 wolves whilst avoiding the space dust. If the wolves reach the ground and touch her she somersaults and disappears for ever. You get three chances to rescue the piglets. Once mummy pig has shot enough wolves, she must run along the ground avoiding atomic mortar bombs and rescue the piglet. She then moves onto the next level.

Fairly amusing game with some good graphics and smooth movement, but lacks enough substance to make it a game worth playing more than couple of times.

Title: Pigs in Space
Programmer: David and Richard Darling
Hardware: 64, cassette recorder and joystick optional
Type of game: Arcade
Graphics: ***
Sound: ***
Playability: ***
Description: Help mummy pig rescue her piglets
Price: £6.90
CCI Rating: ***

STAR DEFENDER

Quite a sophisticated, well-thought out game for the VIC-20. It's written for those arcade fans who enjoy merciless killing, zapping aliens and generally destroying everything in your spaceship's sight.

Alien commando are attacking planet Earth with a formidable force of mutants, UFO's, space hums and bright green landers. Purple humanoids lie about on the planet surface with no means of defence and are carried off by the landers. Your task is to prevent simply by shooting the aliens and catching the humans before they drop.

Rectangular Transporters take you to a site where humans are being abducted. Special features to help you in your fight: Inviso to make the fighter indestructible for five seconds, smart bombs to destroy all aliens on the screen and a radar to indicate what is going on elsewhere in the game.

Both joystick and keyboard have to be used in the game which tends to have you wrapped up in a knot when the going gets tough, but as space games go this one isn't too bad.

Title: Star Defender
Programmer: German author
Company: Anirog, 29 West Hill, Dartford, Kent. Tel: 0322 92518.
Hardware: VIC 20 with 16K expansion, cassette recorder and joystick necessary.
Type of game: Arcade
Graphics: ****
Sound: ***
Playability: ****
Description: Prevent the alien landers kidnapping the purple humanoids from earth
Price: £7.95
CCI Rating: ****

SUPER SPY

Dr Death is threatening the world with destruction and if you've ever fancied being James Bond, secret agent, now is your chance. Super Spy has all the thrills and spills of a real life spy mission except of course the voluptuous females.

Super Spy differs from the usual Dungeon and Dragon games and appears to be an original idea. The game is in four parts and offers variety on each level. Your first task is to locate Dr Death's hideaway. Choose three weapons from a selection and use them carefully to eliminate muggers and other enemy agents on your search through the cities of the world. Clues to the hideout whereabouts are in the form of anagrams and coded messages. Never try to run away, remember that you're British. Once the island has been located, you pass onto level two.

On the island find the underground maze and in level three navigate through a 3-D graphic maze to find the deadly missile. On the final level break the code and save the world. Super Spy will appeal to most adventure gamers and although it is not as complex as The Hobbit it is still an enjoyable challenge.

Title: Super Spy
Programmer: Richard Shepherd
Company: Richard Shepherd Software, Elm House, 23-25 Elmshott Lane, Chippenham, Slough, Berks. Tel: 06286 63531
Hardware: 64, cassette recorder or disk drive
Type of game: Adventure
Graphics: ****
Sound: ****
Playability: ****
Description: Break the code and save the world
Price: £6.50 (cassette) and £9.50 (disk)
CCI Rating: ****

PANIC PLANET

Panic Planet is an exciting version of a popular arcade game and is great fun to play.

The screen takes the familiar form of platforms stretched across the screen with ladders for the little man to move up and down. The idea is to eliminate all the alien monsters from each screen by digging holes and trapping them. Once all the monsters are gone the next level is reached. When a red alien monster resembling a tomato with arms falls down a hole, he holds onto the edges until you fill the hole in again to gain points and successfully kill him.

On higher levels the monsters change colours and become more difficult to kill if you don't fill the hole in properly. On the third level a green alien appears with two red ones and has to fall down two platform levels before dying. Similarly with the white monster appearing on an even higher level, he has to fall through three levels. Extra points can be gained if one monster falls onto another killing both simultaneously.

Every level has a time limit controlled by an oxygen meter. If the air runs out your man falls over and breathes his last breath. It's a game suitable for players of all levels of ability and should keep you amused for a while.

Title: Panic Planet
Programmer: Stephen Evans
Company: Alligata Software Ltd, 178 West Street, Sheffield S1 4ET. Tel: 0742 755005
Hardware: 64, cassette recorder, joystick optional
Type of game: Arcade
Graphics: ***
Sound: ***
Playability: *****
Description: Trap the alien monsters with your spade
Price: £7.95
CCI Rating: ****

BUMPING BUGGIES

In Bumping Buggies, a car is driven as fast as possible along a track without crashing into barriers and avoiding stretches of water.

It follows the theme of some of the original arcade racing car games and is addictive. The player controls the buggy with the joystick and a speed indicator at the side of the screen indicates if the car can take off or not. If it is going at more then 100 mph, the car can jump over obstacles and other cars.

The player gets five lives and can travel along twenty different tracks through four different seasons. It is possible to force cars to the side for bonus points, but too much bumping causes the car to skid and crash into a barrier. The screen scrolling is a bit messy, but on the whole the graphics are effective and colourful. The sounds indicate crashes adequately. A high score screen has space for three scores.

Addictive playing for someone who enjoys guiding a car through obstacles at a fast pace.

Title: Bumping Buggies
Programmer: Richard Clark
Contact: Bubble Bus Software, 87 High Street, Tonbridge, Kent, TN9 1RX. Tel: 0732 355962
Hardware: CBM 64, cassette player and joystick
Type of game: Arcade.
Graphics: **
Sound: **
Playability: ****
Description: Drive the car as fast as possible through the seasons of the year without crashing.
Price: £6.99
CCI Rating: ***

BONGO

Bongo Super Mouse, in an attempt to win the princess' hand in marriage by finding some stolen diamonds, has stumbled across the thieves hideout. The cave is guarded by cunning wolf-like creatures which can do things that Bongo can't making evasion a real test of nerves and good timing.

The den is constructed out of platforms and Bongo has to make use of ladders, trampolines, slides and transporters to successfully collect the diamonds and evade the monsters. Once Bongo has collected one flashing diamond another one appears elsewhere and as soon as he has got five, he goes onto the next screen.

Each one gets progressively more difficult with different layouts. Points are gained for accumulating the diamonds and catching the letters which float down making up the word Bongo. There are three levels of difficulty and each one has six screens. In the second and third levels, two monsters appear.

Bongo requires a lot of quick thinking and fast action. The graphics are very appealing – Bongo has a long curly tail and the robbers have long snouts and overalls and best of all there is no mindless killing. A game for the family.

Title: Bongo
Programmer: German author
Company: Anirog Software, 29 West Hill, Dartford, Kent. Tel: 0322 92518
Hardware: VIC 20 with 16K expansion, cassette recorder, joystick necessary
Type of Game: Arcade
Graphics: ****
Sound: ***
Playability: ****
Description: Bongo must find the stolen diamonds to win the hand of the princess
Price: £7.95
CCI Rating: ****

AQUANAUT

The action takes place underneath the sea in the dreaded caves of Shallic. You are in charge of the last member of the Aquanaut patrol and, armed with torpedoes and depth charges, it's your task to survive and penetrate the deepest cavern.

Surviving is not an easy task. Even the most skilled and experienced of arcade fanatics may find this game more than a match. Actually entering the caves is a real test of patience, the enemy sea tanks seem to have supernatural powers and the heat seeking missiles stay in the sky for a few seconds even after you've hit them. Dodging missiles and hovering mine layers sometimes seems to need more luck than skill, but we did observe some method in the madness of the enemy assault.

Once in the caves, long convoluted tunnels with enlarged caverns contain rockets, more heat seeking missiles and a myriad of other colourful but deadly things lurking in corners ready to rush out and blast you at the slightest provocation. The music is excellent, the screen scrolling is smooth and it is possible to choose between three and nine lives. (Tip: choose nine lives!)

The aim is to eventually return to base, but we admit we didn't quite get to the end. It's no fun for an amateur, but an experienced arcade player looking for a real challenge may well find it is just the thing.

Title: Aquanaut
Programmer: Ian Gray
Company: Interceptor Micros, Lindon House, The Green, Tadley, Hants. Tel: 07356 71145
Hardware: 64, cassette recorder, joystick essential
Type of game: Arcade
Graphics: ***
Sound: *****
Playability: **
Description: Dodge and shoot evil powers in the Shallic Caves
Price: £7 (cassette) and £9 (disk)
CCI Rating: ***

QUASIMODO

Evil Count D'Arcy has captured Esmerelda and locked her up in a palace bristling with guards.

Quasimodo, the guardian of the cathedral bells, isn't happy about it and decides to rescue her – no easy task as the guards are armed with spears and fire balls. There are 15 different walls to tackle and each one seems to get more difficult and fraught with danger. For instance, the very first wall is just a matter of jumping over the gaps in the wall, but on the third wall Quasimodo has to avoid the spears which suddenly rise up (causing a rather nasty accident if they spear him – he turns red, green and yellow) and arrows. I didn't get onto the fifteenth wall, but I imagine the player will have to think fast and be pretty nimble on the keyboard controls to successfully rescue the fair maiden.

Hanging at the end of each wall is a bell which has to be rung, the faster it rings the higher your score.

Bonus points can be picked up if the bell is rung five times in succession. The graphics are fairly good and there are a few catchy tunes to brighten it up. Quasimodo is addictive and good entertainment.

Title: Quasimodo
Programmers: David and Richard Darling
Company: Ace, 82-84 Peckham Rye, London SE15 4HB. Tel: 01-639 0331
Hardware: VIC 20 with 8K expansion and cassette recorder
Type of game: Arcade
Graphics: ***
Sound: ***
Playability: ***
Description: Quasimodo must rescue Esmerelda from a palace swarming with guards armed with fireballs and spears.
Price: £6.90
CCI Rating: ***

SPIDER AND THE FLY

Ever fancied being a spider? Now's your chance, weave a web round the flies and win lots of points.

The player is in control of a length of spider silk and to make a successful capture he must completely encircle the green and blue flies, worth different point totals. The silk is not elasticated so it will only grow to a certain length before running back on itself – the flies have to be pursued!

The aim of the game is to win points and progress to higher levels. Every thirty flies (there is a fly countdown on the screen) you pass onto the next level and the game gets harder. An ever present pointing hand breaks the web if it touches and the number of insecticide cans spraying their deadly substances increases as the game levels advance.

Although each player gets three lives it is quite difficult for anyone to lose a life, especially an experienced arcade fan.

Avoiding dangers and trapping flies proved to be relatively simple. Not a game to get the adrenalin going, but it's still good clean fun.

Title: Spider and the fly
Programmer: Canadian author
Company: Interceptor Micros, Lindon House, The Green, Tadley, Hants. Tel: 07356 71145
Hardware: 64, cassette recorder, joystick essential
Type of game: Arcade
Graphics: ***
Sound: ****
Playability: ***
Description: Trap flies in your web
Price: £7 (cassette) and £9 (disk)
CCI Rating: ****

SON OF BLAGGER

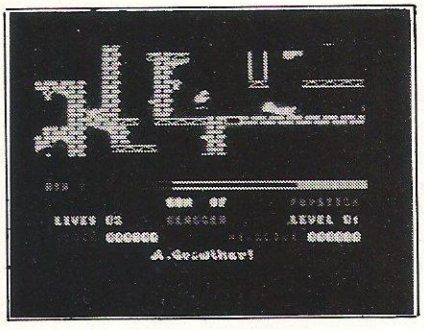
Killer bushes, dissolving floors and weird white boots all help to make this one of the most exciting and compelling games we have seen for the 64.

Slippery Sid, prodigy of Roger and Dodger in 'Blagger' (also by Alligata) has forced his way into the National Security HQ and has the desperate task of escaping. The building resembles a complex maze with moving conveyors, platforms, slides and ladders. Altogether there are twelve rooms to complete and countless golden keys hanging on ceilings and walls have to be collected as Sid moves round the course.

Excellent screen scrolling, lively graphics and jolly tunes enhance the game and careful thought is needed to negotiate the pitfalls. The player controls his movements upwards, forwards or up and obstacles are numerous. Red hearts, scissors, shark jaws move across the screen making your life difficult and white boots and ghosts traversing the floors are real killers.

Each player gets three lives and Son Of Blagger will be a real test to anyone fancying themselves as a skilled arcade ace. It should provide a few hours of amusement to grown-ups and kids alike.

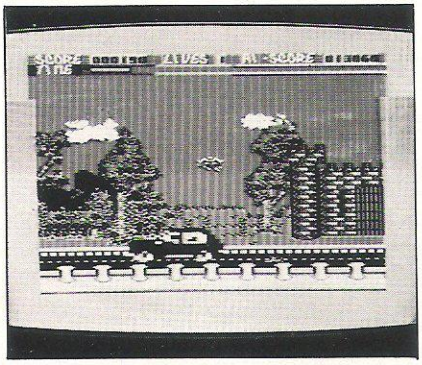
Title: Son of Blagger
Programmer: Tony Crowther
Company: Alligata Software Ltd, 178 West Street, Sheffield S1 4ET
Tel: 0742 755005
Hardware: 64, cassette recorder, joystick optional
Type of game: Arcade
Graphics: ****
Sound: ****
Playability: *****
Description: Negotiate twelve rooms and collect the golden keys
Price: £7.95
CCI Rating: ****



POTTY PIGEON PREVIEW

Based on the theme of building a nest with twigs, Potty Pigeon is actually very entertaining.

Big black motor cars drive back and forth over a twig strewn road while potty



pigeon swoops down in attempt to pick them up. The pigeon destroys the cars by dropping something white (!) on them and leaves the road clear for his twig picking activities.

But, even if he does avoid a nasty end and manages to keep the twig in his beak, brown hawk-like birds will try to knock it out. The pigeon flies across a background of excellent graphic effects – shops, castles, wizard dev (?), garden walls and trees.

The actual nest sits on one of the trees and the aim is to fill it up with twigs. If you succeed, you go on to the next level of difficulty. In the later stages of the game the cars get faster, the brown bird more aggressive and some red wasp-like creatures probably start to get nasty. Aeroplane activity also starts to increase.

It's a cleverly programmed game, good screen scrolling, three dimensional graphic effects and quite a harmless theme. Potty pigeon should suit most arcade players.

Title: Potty pigeon
Programmer: Tony Crowther
Hardware: 64, cassette player, joystick essential
Type of game: Arcade
Graphics: *****
Sound: ****
Playability: ****
Description: Pick up twigs and build a nest
Price: To be decided
CCI Rating: ****

BEACH HEAD

Beach Head has been taken over by a ruthless dictator and the fortress Kuhn-lin is guarded by a fleet of warships and a land patrol. You are in control of your own land and sea forces and have the task of penetrating his defence system and destroying the fortress.

The action takes place over a series of screens and each sequence involves different arcade skills to successfully complete them. Your first decision is whether to confront the enemy head on or negotiate the secret passage with ten ships. Land mines and torpedoes make this passage rather hazardous.

Once through the passage (if you choose that option) the fleet has to be defended from airborne fighter squadrons. Your guns move up and down and controls at the bottom indicate what angle you are shooting at – whether you aim too long or short. The swooping enemy aircraft are visually effective and throughout the game, the graphics and sound are convincingly realistic.

The penultimate conflict is the land assault, your remaining ships turn into tanks and obstacles such as mines, anti-tank guns and bunkers make progress difficult. Once you start you can't stop your tank, so manouvering accurately is essential. The final conflict brings you to the fortress and you have ten targets to hit before the cannon sights and fires at you.

The game really tests your arcade skills and is one of the most exciting and nerve wracking we have seen for a time.

Title: Beach Head
Programmer: American writer
Company: US Gold, Unit 24, Tipton Trading Estate, Bloomfield Road, Tipton, West Midlands DY4 9AH.
Tel: 021 520 7591
Hardware: 64, cassette recorder, joystick essential
Type of game: Arcade
Graphics: *****
Sound: *****
Playability: *****
Description: Get your land and sea forces past the enemies defences and capture the island fortress
Price: £9.95 (cassette) and £12.95 (disk)
CCI Rating: *****

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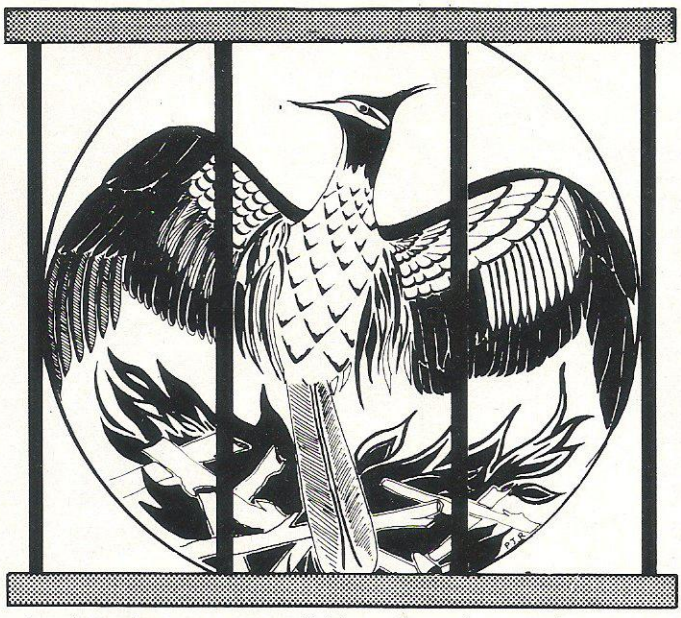

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REVIEWS

"Adventures which have a fast response time, are spectacular in the amount of detail and number of locations, and are available to cassette owners . . Simply smashing!" *– Soft, Sept 83*

"Colossal Adventure is included in Practical Computing's top ten games choice for 1983: "Poetic and tough as hell." *– PC, Dec 83*

"To sum up, **Adventure Quest** is a wonderful program, fast, exciting and challenging. If you like adventures then this one is for you" *– NILUG issue 1.3*

"Dungeon Adventure is recommended. With more than 200 locations, 700 messages and 100 objects it will tease and delight!" *– Educational Computing, Nov 83*

"Snowball . . As in all Level 9's adventures, the real pleasure comes not from scoring points but in exploring the world in which the game is set and learning about its denziens . . this program goes to prove that the mental pictures conjured up by a good textual adventure can be far more vivid than the graphics available on home computers." *– Which Micro?, Feb 84*

"Lords of Time. This program, writen by newcomer Sue Gazzard, joins my favourite series and is an extremely good addition to Level 9's consistently good catalogue As we have come to expect from Level 9, the program is executed with wonderful style – none of those boring "You can't do that" messages! Highly recommended." *– PCW, 1st Feb 84*

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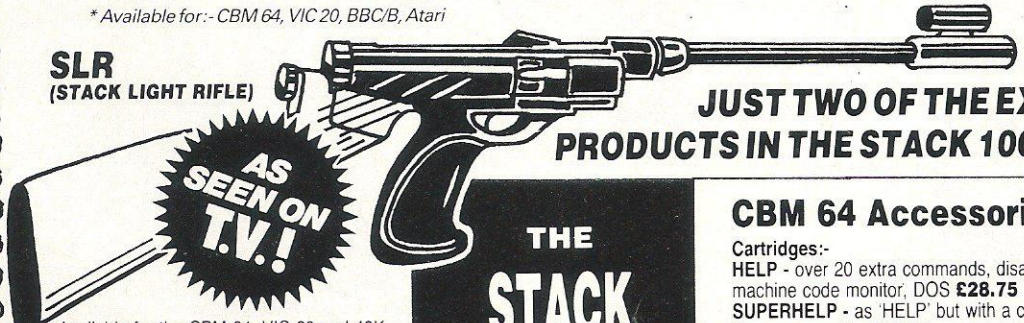

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TERMINAL

Terminal Software, Derby House, Derby Street, Bury BL9 0NW, Manchester, England. Tel. 061-761-4321

Urban Upstart puzzle

This month we are giving away no less than 200 copies of Richard Shepherd Software's Urban Upstart adventure absolutely free! You won't need to have played the game before, but you will need a logical brain.

All the clues you will need are included below in addition to a grid which you may find useful in solving this logic puzzle. The first 200 entries correctly completing the table below will receive a copy of Urban Upstart. Please indicate on the entry form whether you would prefer the cassette or disk version. Also bear in mind that you can only play Urban Upstart on the 64.

The Puzzle

A group of people played Urban Upstart one rainy Sunday afternoon. Each played for a different length of time, each obtained a different score and each got stuck at a particular obstacle in the game.

Your task is to complete the table below showing who had which score, which obstacle defeated them and after how many hours.

The grid below can be used to help you by entering a √ in a square showing a statement known to be true, (i.e. a √ in the box showing Lynne = 4½ hours), and a X in a square showing a statement known to be false (i.e. Lynne playing for any period other than 4½ hours).

Here are the clues you will need:

1 Lynne played Urban Upstart for 4½ hours. Neither Neil nor the person who played for 4 hours was arrested for littering the highway.

2 Richard managed a score of 11. The person arrested for indecent exposure did not get a score of 5.

3 Peter encountered a gang of football hooligans after 3½ hours.

4 The man rushed to hospital after sinking in the mud gained a score of 15.

5 The person arrested for loitering with intent played for 5 hours, and had a score greater than 10.

6 The person who played for 3½ hours had a score of 13.

	SCORE					PROBLEM					HOURS				
	5	7	11	13	15	Exposure	Littering	Loitering	Sinking	Football Fans	3	3½	4	4½	5
Neil															
Tracey															
Peter															
Richard															
Lynne															
HOURS: 3											X	X	X	X	X
3½											X	X	X	X	X
4											X	X	X	X	X
4½											X	X	X	X	X
5											X	X	X	X	X
PROBLEM: Exposure						X	X	X	X	X	X	X	X	X	X
Littering						X	X	X	X	X	X	X	X	X	X
Loitering						X	X	X	X	X	X	X	X	X	X
Sinking in mud						X	X	X	X	X	X	X	X	X	X
Football Fans						X	X	X	X	X	X	X	X	X	X

YOUR TASK IS TO COMPLETE THE TABLE BELOW.

NAME	SCORE	PROBLEM	TIME
NEIL			
TRACEY			
PETER			
RICHARD			
LYNNE			

Name:

Address:

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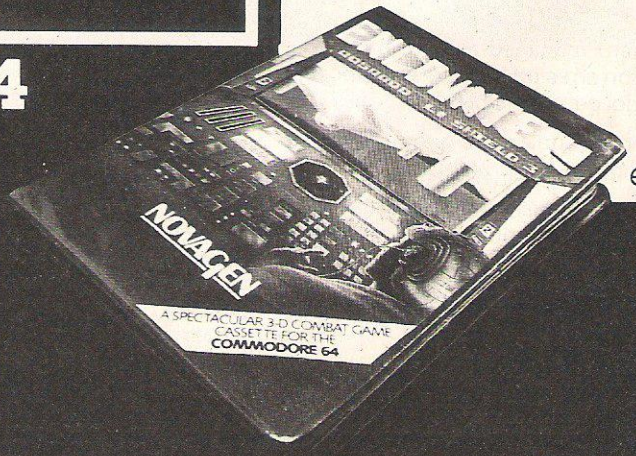
An alien saucer flashes onto your view screen. Your ATTACK indicator flashes and a bolt of raw energy smashes into your protective screen. Your screen can only absorb four hits of this intensity. You must fight back!

"The graphics are outstanding...it's 3D impression is superb. The Game itself is first class." **WHICH MICRO?** Brilliant!

"Encounter is a game that will have Arcade game lovers riveted to their screens for hours on end..." **PERSONAL SOFTWARE (USA).**

"The graphics and sound in this 3 dimensional simulation are stunning" **ANALOG.**



- **For Commodore 64 and all ATARI Computers**

Written by Paul Woakes

PUBLISHED BY
NOVAGEN

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Be adventurous

Writing an adventure game is not as hard as writing an arcade so let your fingers do the walking as we look at the theory behind writing an adventure.

You can really let your imagination run wild and fulfil dreamlike fantasies in deciding where your adventure is to take place and what task the intrepid adventurer must complete. Will it be an eerie underground location dusted with the cobwebs of the years, concealing the skeletons of less successful adventurers' expressions fixed in a toothless grin of terror. Or maybe you favour a mystical location with fairytale spires and musical raindrops?

Will your adventurer have to discover the legendary priceless gem for which hundreds have died a ghastly death, or rescue the beautiful princess captured by the mutant ferret bent on world destruction?

The next decision to make is whether to write a text-only adventure or to incorporate graphics. Graphics can be helpful to the adventurer. For example if you find yourself in a room, you may have to go through a whole chunk of text before realizing that you have been there before. With graphics you would recognise it immediately. On the other hand graphics can prove complicated. It's easier to describe a finely cracked vase inscribed with the sign of the scorpion with text than to attempt it graphically.

You must also decide what kind of movement you are going to incorporate. Whether it will be a single letter, one or two word commands, or one verb followed by a complicated object description. Will the program accept abbreviations? What kind of message will be given if it doesn't understand an instruction?

The standard 'I don't understand' is very boring. As an example, if the adventurer types in rub stick, he may get the reply 'I do not know how to rub a stick,' or even 'I've never seen a stick around here.' If you go for the more interesting reply be careful that you don't give away any clues. The Hobbit is a prime example of this – when you try to find the elf, you type in 'follow elf' and get the response 'I don't see the dead elf.' What a give away!

You will now have made several important decisions, but there's more to do before you start programming. Choosing your tense is important – is it to be 'you are ...' or 'I am ...' Don't forget to stick to the same tense throughout the game.

You've chosen your location and now you must decide how big the map will be and how to store it. Also how to link one place to another. If the adventurer moves north the map will determine where he, or she, ends up. If the map is permanent, ie it doesn't change in games, you are strongly advised to put it all down on paper.

How are you going to store room, or location, descriptions? Will each have a different description. A typical example is a program that contains a maze. When the adventurer finds himself in the maze it may well just say 'there are twisty tunnels all around you.'

Decide if the entire game is going to be based on the map, or maze, in which case it will be very big and just finding the way around is time consuming. Alternatively you could make it simple, but with problems blocking routes – fire-breathing dragons guarding passageways or doors that can't be opened without the necessary key or magic words.

A word of advice for those of you who favour an element of magic and puzzles. A solution which is obvious to you may be inconceivable to others. So be sensible, after all, if an adventurer can't get past a certain point through the lack of the magic word he'll give up sooner or later.

It's back to your vivid imagination again in creating the objects that appear in your adventure. Some of your objects will be permanent fixtures, either part of the room description or part of the scenery which may provide a clue.

Objects should be stored with their description with a separate description and position on the map. Store information on whether objects can be picked up or whether they conceal another object. What happens if they are dropped? (You can have fun here!)

Maybe some of your objects are heavier than others and determine how much else you can carry. Alternatively some objects may enable you to carry more, such as a basket or a jug which can be filled. Are any of your objects going to affect other objects. For example can you only get past the snake if you offer it the bird?

If an object prevents you from entering a room, it is often necessary to store the last position and use that as the only way the adventurer can get out.

Objects can also be other people who may be capable of moving around. This makes the adventure complicated but interesting. Will you introduce a wise old guru who will provide helpful advice or perhaps a slug-like creature leaving a trail of deadly slime wherever it slithers?

Be careful with the rules of their movement and limit the area in which they can wander. After all your adventurer won't be impressed if he is eaten by the mutant terrapin only moments into the game. It is also essential to warn the adventurer of the appearance and disappearance of these people, be they friend or foe.

When you have completed your work of art, why not send it to us for publication in Commodore games.

Happy adventuring!

DUCKWORTH HOME COMPUTING

CBM-64 PROGRAMS 1
edited by Nick Hampshire

This book provides the reader with useful and interesting programs for the 64. Topics covered include: Hi Res Graphics – Music – Games – Utilities – Sprites and User Defined Characters – Functional Programs, etc. There is a detailed explanation of Hi Res Graphics and the necessary machine code routines to implement them, along with demonstration programs. An exciting version of Star Trek is included as well as a full length adventure game. Among the functional programs is a Personal Information Retrieval package which enables you to create and manipulate up to 365 records.

Nick Hampshire is the publisher of *Commodore Computing International.*

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A comprehensive guide to using the extraordinary features of the Commodore 64, together with a full working explanation of the chips that make it possible: the 6581 Sound Interface Device and the 6566 Video Interface Chip, together with the processor that makes it all tick, the 6510.

Sections on programming your own musical instruments, producing sprite and programmable character animation, make this *the* guide for users of the Commodore 64 who want to get the most from the special features of their computer.

Peter Gerrard, former editor of *Commodore Computing International,* is a regular contributor to *Personal Computer News, Which Micro? and Software Review,* and *Commodore Horizons.*

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Inputting information, room mapping, movement, vocabulary, and everything required to write an adventure game are explored in detail. There follow a number of scenarios, just to get you started, and finally three complete listings written especially for the 64, which will send you off into wonderful worlds where almost anything can happen. The three games listed in the book are available on one cassette at £7.95. The complete guide to adventure games: playing, writing and solving them. Peter Gerrard is the author of Romik's two top-selling adventure games — Fools Gold and Tomb of Xeiops.

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by Peter Gerrard

As above but for the VIC. Two of the games require 16K expansion and the third 32K. A cassette containing all three games is also available at £7.95

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THE COMPLETE 64 ROM DISASSEMBLY
by Peter Gerrard and Kevin Bergin

This book is for anyone who has ever wondered how the Commodore 64 really works. Intended for the serious programmer, it includes fundamental memory maps, memory architecture maps, the disassembly itself and (for reference) the complete 6510 machine code instruction set.

Kevin Bergin is a regular contributor to *Personal Computer News, Commodore Horizons, Which Micro* and *Popular Computing Weekly.*

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THE COMPLETE VIC ROM DISASSEMBLY
by Peter Gerrard and Kevin Bergin

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A POCKET HANDBOOK FOR THE COMMODORE 64
by Peter Gerrard and Danny Doyle

This book contains all the vital information you will need when using your 64. There are sections on: ASCII tables – Basic keywords – Basic error messages – Colour memory – Conversion tables – Disk commands – Disk error mesages – Disk formats – Extramon listing – Flow charting – Hex/Dec convertor – Hyperbolic functions – Memory maps – Memory architecture – M/C instruction set – M/C mnemonics – Powers tables – Cartridge standards – Other output – Screen memory – Sound chip registers – Musical notes values – Sprite memory diagram. In short, everything you need to know about your machine.

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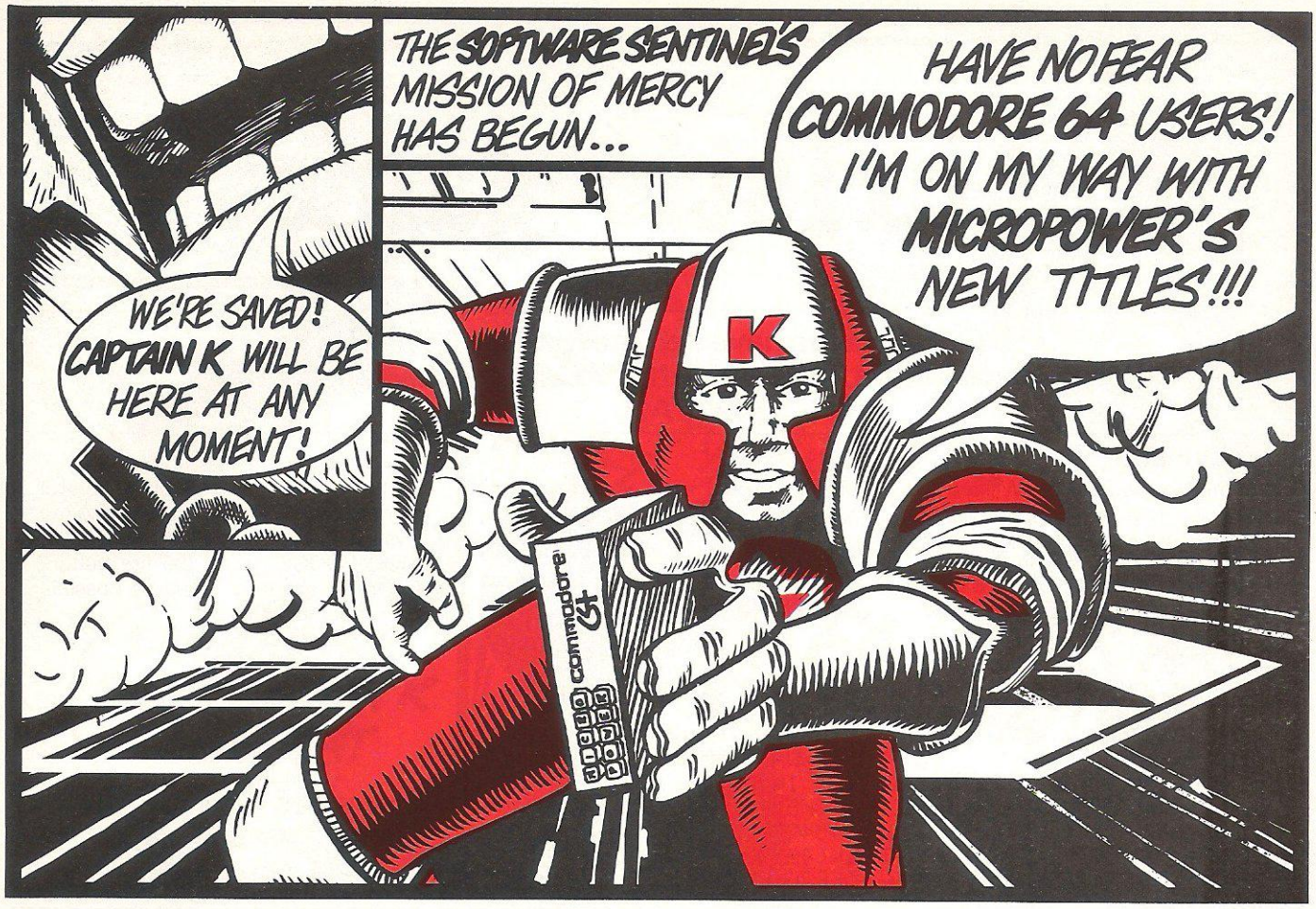
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1 VOUCHER

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DEALER ENQUIRIES WELCOME

Futuristic games

This month we have a game for the 64 called Commandore and one for the VIC-20 plus 3K called 4000 AD.

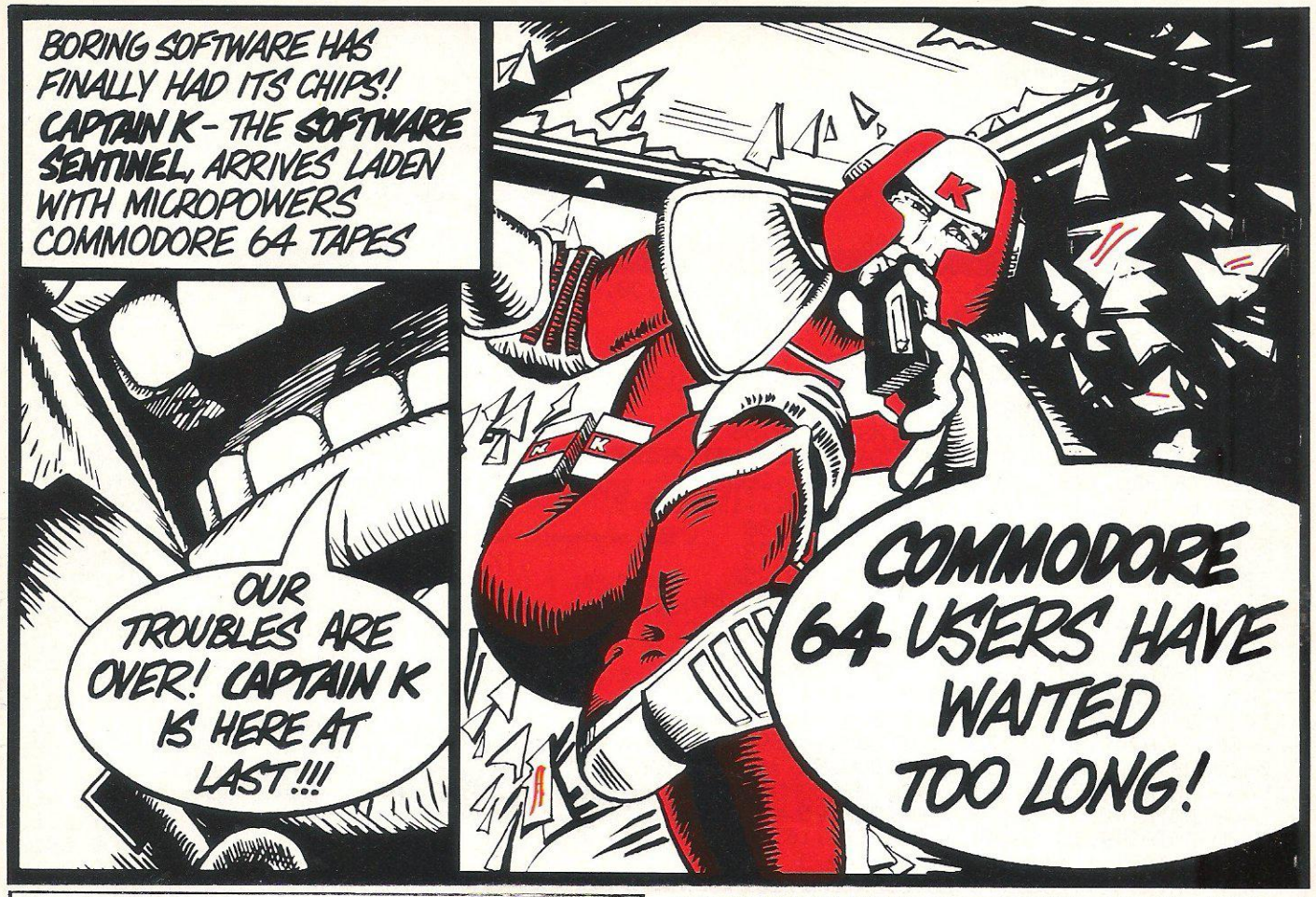
Commandore

This game was written by William & Simon Fong. It is a shoot-up' game where you control the spacecraft at the bottom of the screen.

Your spacecraft has five hundred gallons of fuel and you have just successfully landed on the Moon when you are suddenly invaded by "MOON DOGS". They drift about the space grinning at you.

The object of the game is to control your spacecraft left and right (using the Joystick in Port 2) and shooting the "MOON DOGS" using the fire button. You try to shoot as many as possible before your fuel runs out.

```
1 REM ** COMMANDORE 64 **BY WILLIAM AND SIMON FONG **
2 PRINT"■■■
```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However, we can now assure our readers that this situation is being rectified. Commodore Computing International is now under the ownership of Croftward Limited who are cracking the proverbial whip to ensure a speedy and reliable subscription service.

Special offer
To compensate for the shortcomings of the service to date we are offering current subscribers 13 issues of CCI for the price of 12 (that's £15) when current subscriptions expire.

We are also extending this offer to new subscribers joining the service before September 15 1984.

So avoid the frustration of trekking to your local newsagent only to find that CCI is sold out by filling in the subscription form today. (You'll find it on page 49 of this issue.) Please mark the envelope clearly 'Subscription Special Offer'.

```
980 GETA$:IFA$=""THEN980
990 GOTO20
4999 REM
5000 DATA8,0,32,12,0,96,14,0,224,47,107,112,91,106,184,67,74,148,74,62,28,46,62,
16
5010 DATA46,190,80,47,63,16,47,255,240,23,234,240,20,255,200,20,102,104,20,102,1
04
5020 DATA12,0,8,6,0,16,3,0,96,1,182,192,0,246,192,0,127,128,-1
5100 DATA12,,,12,,,82,128,,210,192,,18,,,63,-1
5200 DATA12,,,30,,,30,,,12,,,12,,,12,,,12,,,30,-1
5250 DATA169,4,133,255,160,4,173,16,208
5260 DATA37,255,201,,240,16,185,,208,24
5270 DATA105,80,144,8,173,21,208
5280 DATA5,255,141,21,208,6,255,200,200
5290 DATA192,16,208,223
5300 DATA173,2,204,240,17,173,3,208,56
5310 DATA233,40,176,8,169,,141,2,204,141,3,208
5320 DATA24,173,,220,133,251,41,16,201,
5330 DATA208,49,173,2,204,208,44,32,,196,169,8
5340 DATA141,2,204,173,,208,141,2,208
5350 DATA169,190,141,3,208,173,16,208
5360 DATA41,1,201,,240,2,169,2,133,252
5370 DATA173,16,208,41,253,24,101,252,24
5380 DATA141,16,208,165,251,41,4,201,
5390 DATA208,51,173,,208,56,233,4
5400 DATA176,14,141,,208,173,16,208
5410 DATA73,1,141,16,208,24,144,4,24
5420 DATA141,,208,173,16,208,41,1,201,
5430 DATA240,1,96,173,,208,56,233,50
5440 DATA176,5,169,51,141,,208,24,96
5450 DATA165,251,41,8,201,
5460 DATA240,1,96,173,,208,24,105,4
5470 DATA144,15,24,141,,208,173,16,208
5480 DATA73,1,141,16,208,24,144,3
5490 DATA141,,208,173,16,208,41,1,201,
5500 DATA208,1,96,173,,208,56,233,51
5510 DATA144,6,24,169,50,141,,208,96,-1
5515 REM `
5520 DATA238,,205,173,,205,205,1,205
5530 DATA208,5,169,,141,,205,169,4
5540 DATA133,255,160,4,185,,204,240,64
5550 DATA201,1,208,29,185,,208,56,233,2
5560 DATA176,14,153,,208,173,16,208
5570 DATA69,255,141,16,208,24,144,38
5575 DATA24,153,,208,24,144,31
5580 DATA201,2,208,27,185,,208,24,105,2
5590 DATA144,15,24,153,,208,173,16,208
5600 DATA69,255,141,16,208,24,144,3
5610 DATA153,,208,24,6,255,200,200
5620 DATA192,16,208,179,173,2,204
5630 DATA240,10,173,3,208,56,233,3,24
5640 DATA141,3,208,76,49,234,-1
5700 DATA169,193,141,21,3,169,,141,20,3
5710 DATA96
5720 DATA169,234,141,21,3,169,49,141,20,3
5730 DATA96,-1
5800 DATA160,,185,,208,153,,203,200
5810 DATA192,17,208,245,96,-1
5900 DATA169,,141,4,212,169,10
5910 DATA141,5,212,169,1,141,6,212
5920 DATA169,129,141,4,212,169,50
5930 DATA141,1,212,96,-1
6000 DATA160,4,132,255,173,16,208,37,255
6010 DATA201,,240,21,185,,208,24,105,10
6020 DATA144,13,24,173,27,212,41,31,24
6030 DATA105,132,24,153,1,208,6,255,200
6040 DATA200,192,12,208,218
6050 DATA173,27,212,41,4,133,253
6060 DATA173,12,208,24,105,3,144,15,24
```

```
6070 DATA141,12,208,173,16,208,73,64
6080 DATA141,16,208,24,144,3,141,12,208
6090 DATA173,14,208,24,105,3,144,15,24
6100 DATA141,14,208,173,16,208,73,128
6110 DATA141,16,208,24,144,3,141,14,208
6120 DATA76,,192,-1
READY.
```

4000 AD

This game was written by Richard Ikin for the VIC-20 with 3K expansion.

The game is controlled by the keyboard and instructions are included in the program.

```
1 GOSUB5500
5 GOSUB4500
10 POKE52,28:POKE56,28:CLR
11 FORJ=0TO511:XX=PEEK(32768+J):POKE7168+J,XX:NEXT
12 FORJ=0TO(64*8)-1:READXX:IFXX<0THEN14
13 POKE7168+J,XX:NEXT
14 PRINT"□":POKE36869,255:POKE36879,8:POKE650,255:L=3
15 POKE36878,15:PRINT"□":CO=30720:S1=36876:S2=36877:S3=36875:TL=60:M=500:AL=1
16 X=1:Y=1:DX=1:DY=1:MS=7744
20 PRINT"□■ABBBCD■■■
```

```
2096 GOSUB4000
2100 NEXTEX
2110 L=L-1:IFL=0THENL=1:M=0:GOSUB1500:GOTO5000
2120 GOTO15
2500 POKES1,0:FORF=SS-22TOSS-384STEP-22
2505 IFAL=1THENPOKE7734+X+22*Y,5
2510 POKEF,20:POKEF+CO,4:POKEF+22,32:POKESS,8:POKESS+CO,7
2520 IFPEEK(F-22)=5THEN2600
2530 IFPEEK(F-22)=6THEN2700
2535 IFPEEK(F-22)=14ORPEEK(F-22)=15THEN2800
2540 POKEF,32:NEXT
2550 POKEF,32:POKE7734+X+22*Y,32:RETURN
2600 IFPEEK(F-22)=5THENAL=0:POKE7712+X+22*Y,32
2610 FORV=15TO0STEP-5
2620 POKE36878,V
2630 FORS=255TO180STEP-2
2640 POKES3,S
2650 NEXTS,V
2660 GOTO2550
2700 IFPEEK(F-22)=6THENM=M-100:IFM<0THENM=0:GOSUB1500
2710 GOTO2550
2800 IFAL=1THEN2550
2810 IFPEEK(F-22)=14ORPEEK(F-22)=15THENPOKEMS,32:POKEMS+1,32:POKE36878,0:POKES1,
0
2820 POKES2,0:POKES3,0:POKEF,32:GOTO5000
3000 IFSS=8120THENPOKE8120,32:SS=8141:GOTO3050
3010 SS=SS-1:POKESS+1,32
3050 POKESS,8:POKESS+CO,7
3499 RETURN
3500 IFSS=8141THENPOKE8141,32:SS=8120:GOTO3550
3510 SS=SS+1:POKESS-1,32
3550 POKESS,8:POKESS+CO,7
3999 RETURN
4000 IFMS=7724THENPOKE7724,32:POKE7725,32:MS=7744:GOTO4040
4010 MS=MS-1:POKEMS+2,32
4040 MC=INT(1+7*RND(0)):IFMC=1THENMC=2
4050 POKEMS,14:POKEMS+CO,MC:POKEMS+1,15:POKEMS+1+CO,MC
4060 IFAL=0THENM=M-1:IFM=0THEN2000
4499 RETURN
4500 POKE36869,240:POKE36879,8:PRINT"□"
4520 PRINT"■■■
```

```
5520 PRINT"■KEYS:-■■-RIGHT■■■
```

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165 B=0:POKEC,HH:POKEC+30720,HF:J=1
170 B=B+A%(A):IFPEEK(C+B)=BBTHENGOSUB180:GOTO170
175 NEXT:RETURN
180 POKEC+B,HH:POKEC+B+30720,HF:IFHH=229THENHL=HL+1:BL=BL-1
185 IFHH=231THENHL=HL-1:BL=BL+1
190 PRINT"SQQQQW"TAB(18)"    ■■■■"HL:PRINTTAB(40)"    ■■■■"BL:RETURN
200 BL=BL+1:HH=231:BB=229:HF=6:G=0:IFBL+HL<12THEN450
205 FORD=1TO4:C=D%(D):IFPEEK(C)=96THENGOSUB999:IFNOTY=0THEN1300
220 NEXT:H%=0:C=C1:IFKO=0THEN300
230 C=C+D1:IFPEEK(C)=BBTHEN230
240 IFPEEK(C)=HHTHENH%=H%+1:GOSUB290:GOTO260
250 IFPEEK(C)=96THENC2=C:GOSUB290:GOTO270
255 GOTO300
260 IFPEEK(C)=BBTHEN300
270 D1=-D1:IFD1<0THENC=C1:GOTO230
280 IFNOTH%=1THEN300
282 C=C2:GOTO1300
290 C=C+D1:IFPEEK(C)=HHTHEN290
295 RETURN
300 FORD=1TO4:C=D%(D):H1=0:H%=0:FORE=1TO6:C=C+A%(D):IFNOTPEEK(C)=96THEN420
320 GOSUB999:IFY=0THEN420
330 C3=C:F%(G)=C:G%(G)=-Y:G=G+1:H%=0:H4%=0:H5%=0
340 C3=C3+A%(D):IFPEEK(C3)=BBTHENH%=1:H5%=1:GOTO340
350 IFPEEK(C3)=HHTHENH%=0:H5%=0:GOTO340
355 IFPEEK(C3)>127THENH5%=H5%+2
360 IFPEEK(C+2*A%(D))=HHTHENIFPEEK(C+A%(D))=96THEN420
362 A=A%(D):FORA1=1TO2
364 IFPEEK(A+C)=96ANDPEEK(C+A*2)=96ANDPEEK(C+A*3)=96ANDPEEK(C+A*4)=HHTHEN420
370 A=-A:NEXT:C3=C:H3%=0:H1=0
380 C3=C3-A%(D):IFPEEK(C3)=BBTHENH3%=1:H4%=1:GOTO380
390 IFPEEK(C3)=HHTHENH3%=0:H4%=0:GOTO380
400 IFPEEK(C3)=BBORH3%=1THENH1=1
405 H1=H1+H%:IFPEEK(C3)>127THENH4%=H4%+2
407 IFPEEK(C-2*A%(D))=HHTHENIFPEEK(C-A%(D))=96THEN420
410 IFNOTH1=1THEN1300
415 IFH5%=H4%THEN1300
417 IFH5%=2ORH4%=2THEN1300
420 NEXT:NEXT:GOTO450
450 A2=7817:A3=7823:A4=2:A5=132:GOSUB460:A2=7861:A3=7905:A4=44:A5=6:GOSUB460
455 IFHL+BL<17ANDG>0THEN1200
457 GOTO500
460 FORA1=A2TOA3STEPA4:C=A1
465 IFPEEK(C)=96THENGOSUB999:IFNOTY=0THENF%(G)=C:G%(G)=Y:G=G+1
470 C=A1+A5:IFPEEK(C)=96THENGOSUB999:IFNOTY=0THENF%(G)=C:G%(G)=Y:G=G+1
480 NEXT:RETURN
500 A2=7771:A3=7781:A4=2:A5=220:GOSUB460:A2=7815:A3=7947:A4=44:A5=10:GOSUB460
510 GOTO1200
999 Y=0:FORA=1TO8:B=0
1010 B=B+A%(A):IFPEEK(C+B)=BBTHENU=U+1:GOTO1010
1020 IFPEEK(C+B)=HHTHENY=Y+U
1030 B=0:U=0:NEXT:RETURN
1200 IFG=0THEN1305
1205 FORW=0TOG-1
1210 FORW1=1TO4:IFF%(W)=W%(W1)THENIFPEEK(D%(W1))=96THENG%(W)=-G%(W)
1220 NEXT:NEXT
1230 I=0:X=0:FORW=0TOG-1:IFG%(W)=XTHENI%(I)=F%(W):I=I+1
1235 IFG%(W)>XTHENI=0:X=G%(W):I%(0)=F%(W):I=1
1240 NEXT
1250 IFNOTX=0THEN1290
1260 IFG=0THEN100
1270 C=INT(RND(1)*G):C=F%(C):GOSUB150:GOTO100
1290 C=INT(RND(1)*I):C=I%(C)
1300 GOSUB150:IFNOTJ=0THEN100
1305 FORD=1TO4:IFPEEK(D%(D))=96THENC=D%(D):GOTO1350
1310 NEXT:FORQW=7725TO7739STEP2:FORQQ=0TO308STEP44
1320 IFPEEK(QQ+QW)=96THENC=QQ+QW:GOTO1350
1330 NEXT:NEXT:END
1350 POKEC,231:POKEC+30720,6:GOSUB154:GOTO100
1400 FORA=7725TO7739STEP2:FORQQ=0TO308STEP44:POKEA+QQ,96:NEXT:NEXT:RETURN
READY
```

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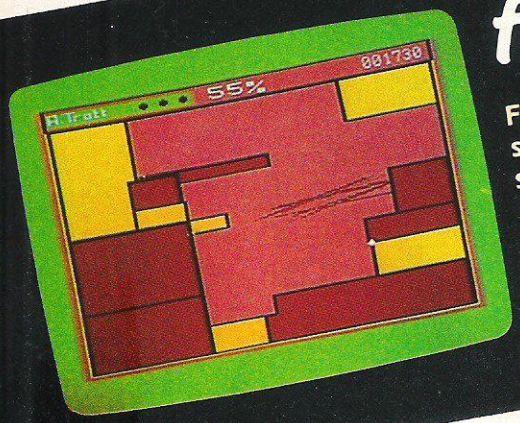

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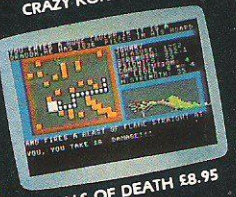
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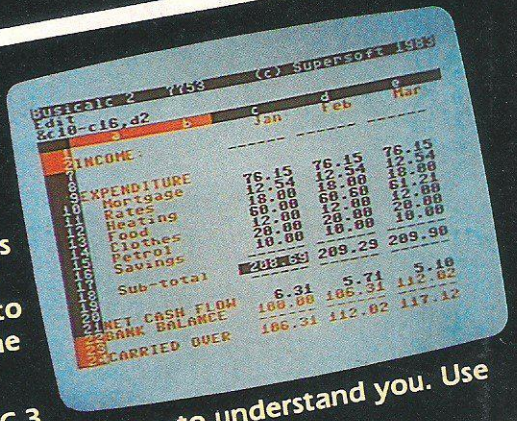

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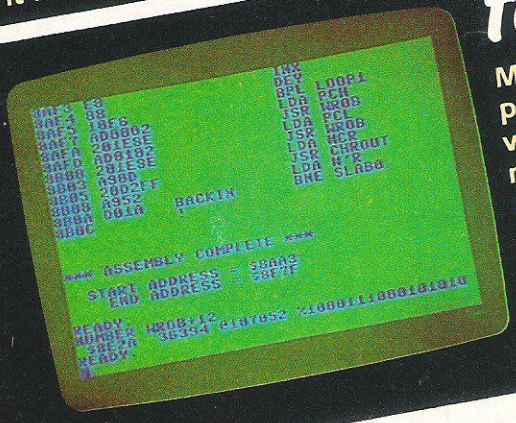

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